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Method and apparatus for displaying overlapping graphical objects on a computer monitor

Abstract:

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A method and apparatus for displaying overlapping graphical objects, e.g., windows, on a computer monitor, wherein a graphical representation of a first object is displayed on the monitor of the computer (10). A graphical representation of a second object is then displayed on the monitor overlaying and obscuring at least a portion of the first object. The system displays a vestigial representation of a portion of the first object obscured by the second object through the second object. Typically, the vestigial representation comprises an outline of the object, although other graphical representations could also be used. Moreover, multiple such overlapping objects may be displayed on the monitor in a similar manner. The system accepts a command from the user to identify and designate a lower level object as a top level object. In pen-based PCs, the command is a pen gesture, and preferably, the drawing of the Greek "gamma" character or gamma.

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